

The Rose Knight



ROSE KNIGHT

AUTHOR

Richard Clark [@RichardCWriter9](#)

EDITOR

Chris Valentine [@Cryptwright](#)

CREATIVE DIRECTION, GRAPHIC DESIGN & LAYOUT

Scott Coventry [@ZealZaddy](#)

PLAYTEST COORDINATOR

Spencer Hibnick [@PestoEnthusiast](#)

PLAYTESTERS

Anita Bridges, Stef van Schuylenburg, T.M. Van Dalen, One Anonymous Tester, and Jake Vitrovsky [@d2oDeputy](#)

ALL ILLUSTRATION

Dean Spencer Art [@deanspencerart](#)

CARTOGRAPHY

[@SideQuestMaps](#)

ILLUSTRATOR NOTICES

Some artwork ©2015 Dean Spencer, used with permission. All rights reserved.
[DeanSpencerArt.com](#)

CONTENTS

Subclass: Oath of the Rose Knight.2

ROSE KNIGHT FEATURES:

A PALADIN SUBCLASS.....2

Spellcasting2

Cantrips2

Spell Slots.....3

Level three:3

Level Seven:.....5

Level Fifteen:.....5

Level Twenty:5

RICHARD  CLARK

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2021 by Richard Clark and published under the Community Content Agreement for Dungeon Masters Guild.

The History of the Rose Knights



Back before cities were expanded upon and harmed nature to where it was seemingly controlled the spirits of nature were in perfect balance. When one of the elemental forces of nature, as well as other forces of nature, was being used, the primal opposite of that force was used to exert the same amount of effort to bring everything back into balance, thus making the world safe.

But once nature was starting to be changed drastically the forces of nature were starting to be brought out of balance due to how they would be affected by the harm of nature, and how spellcasters were able to bring about these dramatic changes. It was due to these

major changes in the world which caused the primal spirits of nature to convene and decide to materialize, however briefly, to help teach the people who wanted to fight to help protect nature.

With these people being taught the spirits of nature decided to impart on one of the brightest students a single rose, which that student decided to use as a formal symbol for their creed, the Rose Knights, and this group became dedicated to teaching people who wanted to learn, about the Knights and their creed, to be willing to fight to protect the natural order of things, and to keep the remaining beings of nature safe whenever possible.



Creed of the Rose Knights:

“Upon the plains as green as emeralds, I solemnly swear to protect nature, and the entities that make up the life here. Although there may be those to wish me harm, I will fight when needed, but may the guardians of nature save my soul should I slay an innocent being. With my oath in my mind, I shall slay all threats to Nature. So shall it be.”



Subclass: Oath of the Rose Knight

Rose Knights are protectors of nature and are steadfast defenders of creatures of nature, Nature spirits, and are in communion with the spirits of the force of nature. Despite how they may have originally trained in one piece of nature, they are taught to be careful with all forms of nature, and are aware of how it all compliments one another.

With how these knights have been trained, they are more accustomed to witnessing how in

many cases, destruction is required in order to bring about peace, and to bring situations into balance. Believing that no specific force should be more powerful than the others, as that would create a power imbalance. And to combat power imbalance, Rose Knights are trained to fight with the style of knights in cities.

With the spellcasting that the Rose Knights are able to do, they are able to use spells using anything in their hands as a focus, including weapons, as they are primarily channeling the spirits of nature to create the spells that are being used.

Rose Knight Features: A Paladin Subclass

Spellcasting

As a result of training and becoming attuned to the wilderness and the world around you, you have the ability to use magic, and can choose between Druid spells, Ranger Spells, and Rose Knight Spells. See the *Player's Handbook* for the general rules of spellcasting and the end of this document for the Rose Knight spell list

CANTRIPS

At 3rd level you know two cantrips of your choice from the Druid spell list. You learn additional cantrips at higher levels.



SPELL SLOTS

To cast spells of first level and higher you have to expend a slot of the spells level or higher. You regain all spell slots when you finish a long rest.

LEVEL THREE:

Spellcasting: As a result of training and becoming attuned to the wilderness and the world around you, you have the ability to use magic, and can choose between Druid spells, Ranger Spells, and Rose Knight Spells. See the *Player's Handbook* for the general rules of spellcasting and the end of this document for the Rose Knight spell list

Rose and Thorn: As a Rose Knight, you have learned how to use a weapon as an arcane focus for your Rose Knight spells. You can also use a hand that's holding a weapon to perform the somatic components of your Rose Knight spells.

Edge of Nature: Once per short rest you are able to imbue a weapon of your choice with any of the following as an action, and lasts for one round. Out of combat it can last up to one round and then the effects immediately end.

Fire: Deals 1d6 bonus fire damage, can cause flames to emerge from the blade to emit a 30 radius of bright light 20 feet dim light, and when the flames emerge it can light items not being carried on fire.

Ice: Deals 1d4 bonus Cold damage, and if you choose to, when the weapon touches any liquid it starts the process of freezing taking 1d4 minutes to freeze over, and on a successful hit has a chance to half the targets movement speed for two of the targets turns. This effect is determined to activate after rolling 1d6 and 1-3 makes it fail. 4-6 is a success

Thorns: Deals 1d6 piercing damage and adds thorns to the blade itself, and due to how small the thorns could be roll 1d6 to see if the thorns manage to get through despite the weapon not hitting, and even cause a



bleeding effect to cause the target to lose 1d4 hit point every time they use an action for two rounds.

Air: Deals 1d6 force damage, and can be channeled through the weapon at any time when this option is chosen, and can be used to push any target back 10 feet, and can move items that are not being carried by anyone. In addition to this, the air can be maneuvered to search and detect any hidden rooms. But, if it is a high concentration of air like an attack would create, it has a small chance of setting off traps.

Natures Favor: Beginning at 3rd level, once per long rest, you can commune with the spirits of nature and you get advantage on survival checks and for the next attack you





make, you gain advantage. This is done as a action and lasts for an hour

LEVEL SEVEN:

Elements of Creation: At level seven you are able to channel the different elements of nature to do as you want in minor ways such as; creating an air bubble around you, being able to manipulate water so that it's easier to swim and stay dry, and being able to light fires with no effort on your part. However using these elements for more strenuous tasks will cause two points of exhaustion to take place. Strenuous tasks, in this instance, can include; trying to create a bonfire to harm an enemy, trying to send a solid stream of water to crash into an enemy, trying to create a fire that is large enough to warm up ten people with a large fire, and things of that nature. Thereby essentially allowing you to use Mold Earth and Shape Water, while allowing you to manipulate water so that you can breathe underwater for 5 minutes.

Fury from the Woods: Once per long rest you can roll 1d12 and are able to regain that many hit points, however once you roll, you must attack an entity closest to you, whether or not it's an ally or an enemy. This takes an action to do.

LEVEL FIFTEEN:

Immovable Creation: When using spells based on the elements, you are able to increase the damage made, if the target would take half damage the target would instead take half damage. If the target would take no damage, they would take half damage instead. The damage types primarily impacted by this include; force, Cold, and Fire damage.

Swordsman of the Wilds: At fifth level you are able to extend the ability of Edge

of Nature to any companions within ten feet of you, until you get to level 18. At that point the range will become 30 feet.

LEVEL TWENTY:

Eternal Spirit: You are completely attuned to nature and are able to use the ability of Edge of Nature at will, and are unable to be affected by poisons not created by magical means. But upon failing death saving throws the character has the option to be a ghost to haunt the nature of the plane/reality that they called their home and haunt a specific area, choose to pass away (until the party has the resources to bring back the character), or to have the character pass away permanently and be at peace.

